

ABSTRACT

An alphabet challenge game for a group of players, the game includes a deck of seventy-two cards each having an alphabet indicia on a front face for creating words during a participant's turn. The deck includes wild cards and special function cards to be used by players only after a recognizable first word is formed and cast. Twelve cards are dealt to each player. The indicia distribution for each deck is designed to provide each player a time of entertainment and challenge.